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DOCTOR WHO BATTLES IN TIME

9

THE CULT OF SKARO!

ISSUE 9 CONTENTS

04 Gameplay: Deck Doctor
06 K-9 VS Clockwork Man
08 Episode Eight: Father's Day
09 Rampaging Reapers!
10 Meet the Cult of Skaro
16 Comic Strip: Drones of Doom
20 Dalek Wars
22 Brain Busters
24 Monster Munch!

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GAMEPLAY SPEEDY

STEP 1

PLAYER 1 VS PLAYER 2

This fast card game needs a sharp eye and lightning-quick reactions. Can you slam all the specials and win the game?

This is a game for two or more players, but only one deck. It doesn't matter how many cards you use – but make sure each player is dealt the same number.

Each player must keep his cards face down in a pile in front of him.

Player 1 turns over his top card and places it in the middle of the playing area.

The next player then turns over his top card and places it on top of the first card.

SPECIALS!

STEP 2

Play continues like this until a special – a rare, super-rare or ultra-rare card – is turned over.

When a special card appears, the first player to slam his hands on the pile wins all the cards in the centre.

WHAT'S SPECIAL?

If you're not sure which cards are specials look at the bottom left of the card. If it has R, SR or UR it means the card is a special.

STEP 3

The winner of each round puts the cards he has collected to the bottom of his own pile. He then restarts the game by placing his top card face up in the centre and play continues as before.

The game carries on until one of the players has won all the cards.

DECK DOCTOR

Finding it tricky to read some bonus cards? Use your Psychic Paper to see what they say...

You can use the Psychic Paper card to reveal hidden bonuses on these special bonus cards.

There are seven hidden message bonus cards to collect. Each one offers a unique way to boost your scores or reduce your opponent's.

Two of the most powerful are the Newsfeed and Mobile Phone cards. But we can't give away their powers – you'll have to look out for them yourself!

ALIEN INVASION

HOW TO PLAY

There are 20 Aliens hiding in this word search. Can you find them?

T P E M O X X O F B A L H O O N T
H S I B A W S C H O L A R C T F E
E O N G E T O I F X E G A V F X O
S U P M P L R P S H I M R A E N B
T R S P A I N O P T B P T S M Q F
E B G F Y M L F N A E S M C N S O
W M F Q H L O O S C E R U I E O E
A A I U T O E S T N A I J A K L C
R U R M K G A E O F E S E A G V A
D H T A R D I M N P U Q P E T I F
A I P U O G R H P B V S M F H T N
R R S R F O N S F M R A H N O G I
M B E P F C N E A M H O E U P C S
O T N T B W H I T E P A T I E N T
O I A U U G R M C P I A S H O N I
S L H Q M L N I N T G F I U E Y P
P U S M D N V B H V Q F R T N R L
W S I T N O I N A P M O C S L A C
C R X A N T O N S R H C U R N L M

- [ ] AMBASSADOR
- [ ] CAL'S COMPANION
- [ ] COFFA
- [ ] FACE OF BOE
- [ ] HOP PYLEEN BROTHER
- [ ] LUTE
- [ ] MATRON CASP
- [ ] MOXX OF BALHOON
- [ ] MR PAKOO
- [ ] MRS PAKOO
- [ ] NOVICE HAME
- [ ] OOD
- [ ] PIG PILOT
- [ ] PLATFORM ONE STAFF
- [ ] RAFFALO
- [ ] SCHOLAR
- [ ] SISTER JATT
- [ ] SURGEON
- [ ] THE STEWARD
- [x] WHITE PATIENT

WE PIT TWO OF THE COOLEST EXTERMINATOR

CARD CLASH

K-9

VS

ROBOT PROFILE

HEIGHT	0.56m
LIFE FORM	ELECTRONIC
TECHNOLOGY	ADVANCED
PLANET	GALLIFREY

WHO IS HE? One of the Doctor's old companions, K-9 lived with Sarah Jane Smith. He went rusty and stopped working, but luckily the Doctor could mend him.

WHAT'S HE LIKE? Friendly, brave and loyal, K-9 has a brilliant metal mind that calculates the solution to any kind of problem even if it means sacrificing himself.

WHAT'S HE GOOD AT? Blasting bad guys with his nose laser and performing tricky calculations in seconds! His extendable antenna can manipulate computer systems and also analyse strange substances and life-forms!

HAVE YOU FOUND THE OTHER K-9 CARDS?

K-9 WINS ON

INTELLIGENCE:
7400 vs 3400

AGILITY:
5200 vs 2400

STAMINA:
4600 vs 600

SPECIAL ABILITIES:
5700 vs 1500

TOTAL 4/5

K-9

CLOCKWORK MAN

ROBOT PROFILE

HEIGHT	1.80m
LIFE FORM	CLOCKWORK
TECHNOLOGY	HIGH
PLANET	EARTH

WHO IS HE? One of the sinister robots from the SS Madame de Pompadour. Using time portals he travelled to 18th century France in search of Reinette whose brain was needed to power the ship.

WHAT'S HE LIKE? Programmed to fix the ship, his efforts to take Reinette were relentless. His mask and clothing made him look like a hollow human, but underneath he was just cogs and wheels.

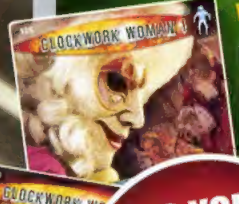
WHAT'S HE GOOD AT? Menacing innocent people and using his terrifying built-in robotic tools to cut bits off his victims. Eeuuw!

CLOCKWORK MAN WINS ON

FEAR FACTOR:
8000 vs 5100

TOTAL 1/5

WINS!



DO YOU HAVE ALL THE CLOCKWORK ROBOTS?

FAQ EPISODE 8

FATHER'S DAY

Rose convinces the Doctor to go back in time to see her father, but then the trouble really begins!

Q Which episode is this?
The Doctor and Rose travel back to 1987 – the year she was born and the year her father died. Rose saves his life and opens up a wound in time that lets the vicious Reapers in.

Q Is that little boy who runs into the church really Mickey?
Yes! He was a bit clingy even then, but it seems that he and Rose were destined to be together.

Q Why shouldn't Rose touch the baby version of her?
She creates a paradox – an impossible event – which causes a time disturbance. This strengthens the Reapers, allowing them to get into the church and eat the Doctor.

Q So what gets rid of that Reaper then?
After swallowing the Doctor, it gets zapped by flying into the TARDIS key. This also destroys the TARDIS, leaving Rose stranded in 1987.

Q Why does that strange car keep driving round the church?
The car that originally killed Pete is stuck in a time loop. It was his fate to be knocked over by it, so he has to sacrifice himself to mend time, defeat the Reapers and save the Doctor.

Q So Rose loses her dad again?
Sadly yes, but who knows, maybe she'll meet him again some day...

> **"There has been an accident in time. The Reapers are bacteria taking advantage."**

ROSE?!

Q Who's that little kid talking to Jackie at the start?
It's a flashback showing Rose as a child asking her mum about her dad. He'd died when she was a baby.

RAMPAGING REAPERS!

You are out playing when Reapers appear. Can you dodge the swooping creatures and reach safety in time?

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

You look up and see a group of hideous monsters gliding in the sky above.
If your card is rare the Reapers don't see you.

RARE

COMMON

You hide behind an old oak tree.
Look at your middle power symbol to see what happens next...

The Reapers swoop toward you, but you run.
Check your red Agility to find out how you avoid them.

BELOW 5000

You see a chance to run for it, but where do you get to?
Is your card number odd or even?

ODD

EVEN

ABOVE 5000

Slightly out of breath, you make it to the church gate.
Look at your card number to decide which way to run.

UNDER 100

You're running down the street, but do you have the energy to carry on?
Look at your Stamina scores – which is higher?

GREEN

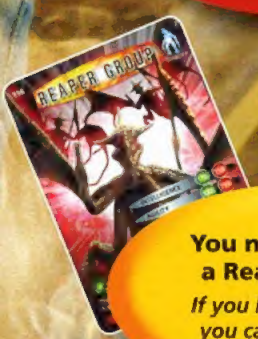
NO

Uh, oh! They're back. You hide behind a gravestone.
Is your green Intelligence above 7500?

OVER 100

NOT HERO

YES



RED

You get to the back doors of the church.
If your green Fear Factor is higher than 7000 the door is unlocked.

You narrowly miss a Reaper's claws.
If you have a Hero card you carry on running.

UNDER 7000

OVER 7000

HERO

YOU WIN!

Congratulations!
Despite the Reapers' attempts to munch on you, you have eluded them with some nifty footwork. You are safe inside the church!

DALEK QUIZ

What do you know about the Cult of Skaro?

Q1. Who was the Cult of Skaro's leader?

a) Dalek Sec
b) Cyber Leader
c) Dalek Emperor

Q2. What did the Cult of Skaro emerge from?

a) A TARDIS
b) A portaloo
c) A sphere

Q3. What were the Cult protecting through the void?

a) Genesis Ark
b) Oasis Ark
c) Noah's Ark

Q4. What was inside the Ark?

a) Chocolates
b) More Daleks
c) Cybermen

Q5. Who did they fight at the Torchwood Institute?

a) The Slitheen
b) The Gelth
c) The Cybermen

Q6. Which of these was a Cult of Skaro Dalek name?

a) Bob
b) Caan
c) Stev

DANGER

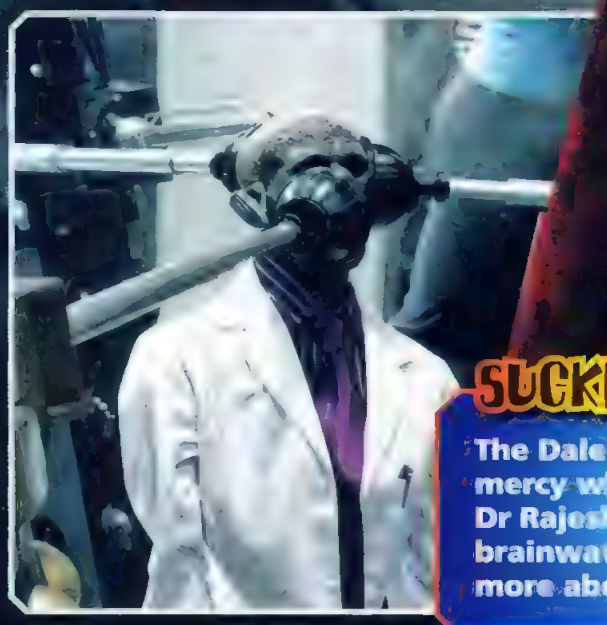
HIERARCHY OF THE DALEKS

1. The Cult of Skaro were a secret order of Daleks, above and beyond the Emperor. Their job was to imagine, to think as the enemy thinks, and find new ways of killing and to take over the universe.

2. The Dalek Emperor survived the Time War then re-built a whole army of Daleks by harvesting humans from the Game Station.

3. Imperial guards surrounded the Dalek Emperor at all times. They were identified by their black domes.

4. The Doctor has fought thousands of normal Daleks over the years. They are just as deadly as their superiors and relentless in their attacks.



SUCKER ATTACK

The Daleks showed no mercy when they extracted Dr Rajesh Singh's brainwaves to find out more about Torchwood.

09

DALEK

CULT OF SKARO!

These four Daleks escorted the Genesis Ark through the Void, ready to unleash its contents on an unsuspecting Earth.

INTO THE VOID!

The Daleks and Cybermen were covered with a kind of background radiation called voidstuff. Sucking them back into the Void was the only way to eliminate them.

HAND PRINT

During one battle between the Daleks and Cybermen, Mickey accidentally put his hand on the Ark, causing it to open!

GENESIS ARK

The Cult of Skaro were protecting this piece of Time Lord technology. It was the only thing left from the Doctor's home world, but not even he realised it was a prison ship. Like the TARDIS, it's bigger on the inside – it needed an area of 30 square miles to open, and let loose the thousands of imprisoned Daleks onto the Earth.

POLYCARBILE

The Cybermen's weapons were able to damage the Daleks' casing, but not break through it. The Doctor adjusted Jake's gun to penetrate their [illegible].

NAME PLATES

The four Daleks in the Cult of Skaro can each be identified by the tag under their eyepiece. Can you see which is which?

TOP 10 CULT OF SKARO FACTS

1. They can recognise different species by outline.
2. They believe Cybermen are only better than Daleks at dying.
3. They have absolutely no concept of elegance.
4. The four Daleks embarked on a battle with 5 million Cybermen.
5. They can sense changes in heart rate and pulse in humans, and can also tell whether an opponent is armed or not.
6. Many people thought they didn't exist and were just a legend.
7. They lived inside the Void for years before finding their way through to Earth.
8. Dalek Sec activated his emergency temporal shift function to escape being sucked back into the Void.
9. They don't believe their actions are war-like – to them it's just pest control.
10. Even though the Doctor has regenerated since he last met a Dalek, the Cult of Skaro have no problems identifying him.

K ARST DALEK CAAN DALEK THAY

THE CULT OF SKARO DECK

Have you found any Cult of Skaro cards in the Battles in Time collection? Here are a few to look out for!

DON'T OPEN!

TURN TO PAGE 23 FOR THE ANSWERS OR WE WILL UNLEASH THE CONTENTS OF THE ARK!

DRONES OF DOOM

After destroying the Cyber-factory on Centuria, the Doctor and Kadett were tracking down more of the metal menaces...

HOW LOVELY IS THAT VIEW, KADETT, EH? **MEGA-LOVELY!**

AZLON - CENTURIA'S MOST **DESERTED** CONTINENT. TOWNS SO FEW AND FAR BETWEEN, THESE **ROBOT-RUN AIRSHIPS** ARE THE ONLY WAY TO GET ABOUT...

Written by: Steve Cole, Inks: Lee Sullivan, Colours: Alan Craddock.

WELL, THE **SIGNALS** WE PICKED UP FROM THE **CYBERMEN** DEFINITELY CAME FROM **SOMEWHERE** ROUND HERE.

IT COULD TAKE MONTHS TO FIND THEM IN THIS WILDERNESS. I KNOW I'M AN **UNDERCOVER INVESTIGATOR**, BUT EVEN SO!

AUTO PILOT

YOU WILL ++GRSK++ REPORT TO **AIRSHIP TERMINUS 5**. DO NOT ++GRSK++ RESIST. DO NOT FEAR.

WHAT'S UP WITH OUR CONDUCTOR?

CYBERMEN WILL REMOVE FEAR.

IT'S GONE **HAYWIRE**— SPEAKING LIKE A **CYBERMAN!**

OI! YOU'RE SUPPOSED TO PUNCH MY **TICKET**, NOT **ME!**

HOSTILE ELEMENTS WILL BE **DELETED. DELETE!**

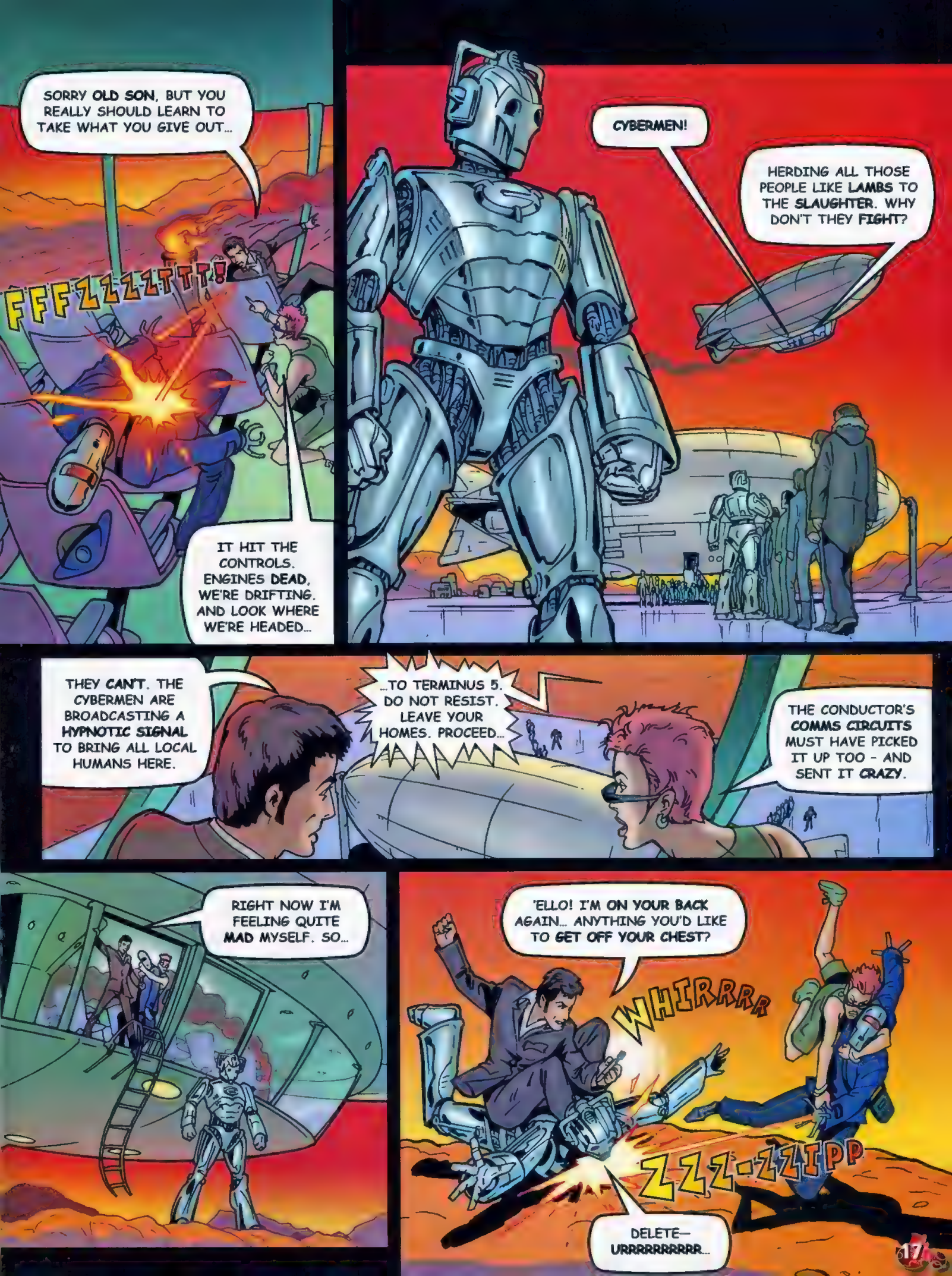
SO YOU DO **IMPRESSIONS!** BET YOU GO DOWN A **STORM** AT THE **AIRSHIP CONDUCTOR'S CHRISTMAS PARTY!**

IT'S NOT **JUST** A CONDUCTOR. AIRSHIP ROBOTS DOUBLE UP AS **LAW ENFORCERS...**

AND THEY'RE **HEAVILY ARMED!**

YEAH, I **NOTICED!**

ZZ-ZZIPPP!

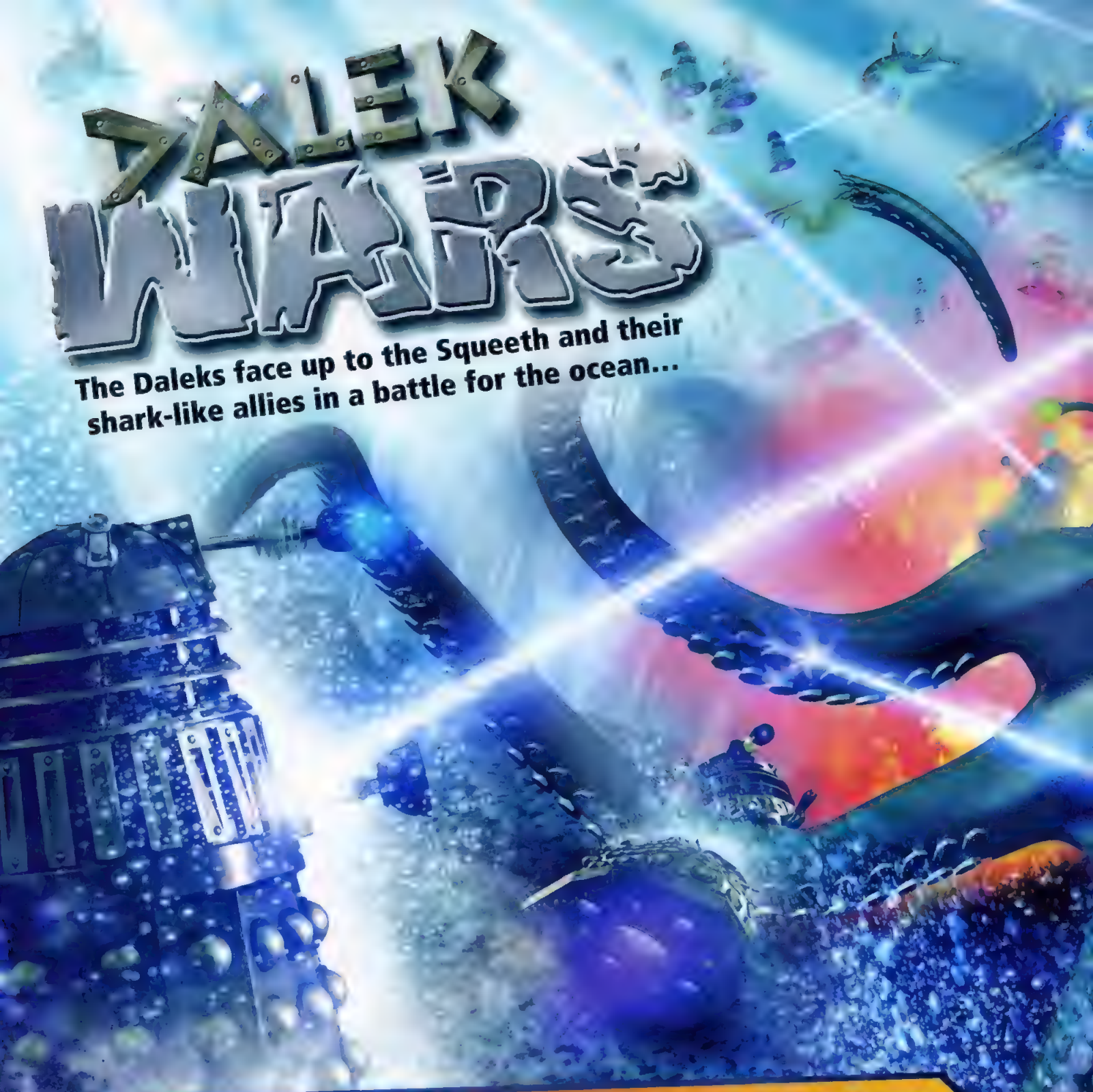

SORRY OLD SON, BUT YOU REALLY SHOULD LEARN TO TAKE WHAT YOU GIVE OUT...
FFFZZZZTTT!
IT HIT THE CONTROLS. ENGINES DEAD, WE'RE DRIFTING. AND LOOK WHERE WE'RE HEADED...
CYBERMEN!
HERDING ALL THOSE PEOPLE LIKE LAMBS TO THE SLAUGHTER. WHY DON'T THEY FIGHT?
THEY CAN'T. THE CYBERMEN ARE BROADCASTING A HYPNOTIC SIGNAL TO BRING ALL LOCAL HUMANS HERE.
...TO TERMINUS 5. DO NOT RESIST. LEAVE YOUR HOMES. PROCEED...
THE CONDUCTOR'S COMMS CIRCUITS MUST HAVE PICKED IT UP TOO - AND SENT IT CRAZY.
RIGHT NOW I'M FEELING QUITE MAD MYSELF. SO...
'ELLO! I'M ON YOUR BACK AGAIN... ANYTHING YOU'D LIKE TO GET OFF YOUR CHEST?
WHIRRRRR
ZZZ-ZZIPP
DELETE— URRRRRRRRR...

OK, SO WE GOT THIS ONE. BUT WHEN THE CYBERMEN DOWN THERE SEE AN AIRSHIP OVERHEAD...
THIS IS AN AIRSHIP TERMINUS, REMEMBER? THEY'LL THINK THE PEOPLE ON BOARD ARE HYPNOTISED. SO LET'S NOT DISAPPOINT THEM...
HERE WE ARE, MARCHING OFF TO OUR DOOM. EXCITING, ISN'T IT?
THAT'S ONE WORD FOR IT.
TURN RIGHT FOR BRAIN IMPLANTS. CONTINUE LEFT FOR LIMB REPLACEMENT.
DISGUSTING! IT'S LIKE A MOBILE SLAUGHTERHOUSE...
THEY'RE CHURNING OUT RUSH JOBS, BASIC WORK UNITS - CYBER-DRONES.
LET'S THROW A SPANNER IN THE WORKS - OR A SCREWDRIVER AT LEAST!
HYPNOTIC BEAM DESTROYED.
SABOTEURS ON BOARD. DELETE!
MY REPROGRAMMED FRIEND HERE MIGHT HAVE SOMETHING TO SAY ABOUT THAT!
D-D-DELETE! ++GRSK++
DRONES - DELETE THE FEMALE.
DOCTOR, HELP ME!

ALREADY HAVE! THE HYPNOTIC BEAM'S DEAD - NOW THESE POOR THINGS ARE STARTING TO THINK FOR THEMSELVES.
LOOK... LOOK AT ME...!
YOU DID THIS TO US!
KILL IT!
RESISTANCE IS FUTILE...
COME ON, YOU LOT, YOU CAN THINK FOR YOURSELVES NOW - AND YOU CAN RUN. SO RUN!
DELETE ROBOTIC INTRUDER.
ZZ-ZIPP!
THE CONDUCTOR'S RUPTURED THE FUEL BANKS!
KA-BOOOOM
THE DRONES...?
I'M SORRY. THEY WEREN'T FAST ENOUGH. WHATEVER HAPPENED TO THEM WEAKENED THEIR BODIES TOO MUCH.
DOCTOR, LOOK. BITS OF A MAP.
MIGHT HOLD A CLUE TO WHAT THE CYBERMEN ARE REALLY AFTER ON CENTURIA.
AND WE'VE GOT TO FIND OUT WHAT THAT IS - FAST.
TO BE CONTINUED!!!

DALEK WARS

The Daleks face up to the Squeeth and their shark-like allies in a battle for the ocean...



THE BATTLE FOR PHIJAX III

From 'Daleks: A History' by Dr. Cornelius Filkins

In 9000 AD, the Daleks invaded Phijax III – a cold, inhospitable planet where nine-tenths of the surface was covered by a vast ocean. While exploring, an advance Dalek squad encountered a colony of giant squid – the monstrous Squeeth – and a long, brutal battle followed...

The Squeeth hunted for prey using paralysing venom in their suckers. This would work instantly on their victims, leaving them easy to rip into with the Squeeth's metre-long incisors. The Dalek's polycarbide casings made them immune to the poison, but the slightest tentacle flick sent many a Dalek crashing into rocks on the ocean floor, dashing them to pieces. Others were crushed by the sheer power of the awesome tentacles

SEARCH & FIND

1. How many Daleks can you find in total? 5pts
2. They're a bit tricky to spot, but how many sharks can you see? 5pts
3. How long are the Squeeth's teeth? (clue: read the story) 10pts
4. How many Daleks are shooting their blasters? 5pts
5. Can you see the Cyberman who is out of his depth? 5pts

TURN TO PAGE 23 FOR THE ANSWERS

squeezing against their outer shells. But Daleks never admit defeat. Failure is unimaginable. After days of battle, the Squeeth buckled under the sheer number of Daleks, battle-weary from relentless firepower. Capturing one of the beasts, the Daleks extracted its venom to do tests on. They decided that the venom could be used in huge quantities to enslave other worlds, paralyse their inhabitants, and pave the way for the Daleks' ultimate conquest of the Universe...

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

NUMBER CRUNCHER

The Cult of Skaro have challenged the Doctor to a number puzzle. Can you work out the answers to their questions?

1. Add the number of Daleks in the cult to the total number of different looks the Doctor has had.

2. Subtract the number of Daleks in the cult from 50 and add 23.

3. Multiply the number of golden Daleks in the cult by 4 and add the number of black Daleks.

4. Divide 100 by the number of Daleks in the cult and subtract the number of golden Daleks.

RUN FOR IT!

Mickey, Pete and Jake all think they know how to find Dalek Sec. Follow the paths to find out which one is telling the truth.

MISSING IN ACTION...

Look carefully at these picture from the Doctor's adventures. Can you tell who is missing?

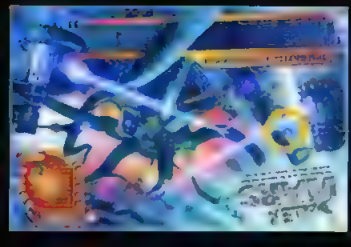
DOUBLE TROUBLE

Have a look at these cards. Only two of them are the same, but can you tell which ones?

ANSWER

COMING IN ISSUE 10...

PUZZLE ANSWERS



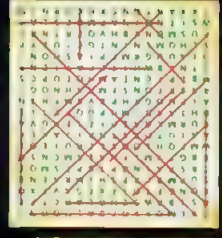
CULT OF SKARO QUIZ

Q1. a) Dalek Sec
Q2. c) A sphere
Q3. a) Genesis Ark
Q4. b) More Daleks
Q5. c) The Cybermen
Q6. b) Caan

DALEK WARS

Q1. 31 Daleks
Q2. 4 sharks
Q3. One metre
Q4. 7 Q5.

WORD SEARCH



NUMBER CRUNCHER

Q1. 14 Q3. 13
Q2. 63 Q4. 22

RUN FOR IT!

Jake

MISSING IN ACTION

A. Rose B. Yvonne Hartman

DOUBLE TROUBLE

A and F

MONSTER MUNCH!

Do you have a secret desire to eat your friends alive?! If so, read on...

9 771750 351018 60

START

How do you normally eat your Cream Eggs?

- SUCK 'EM! → After school do you want to be a television presenter?
- BITE 'EM! → Do your teachers think you are a little devil?

After school do you want to be a television presenter?

- NO WAY! → When it's getting a bit chilly, what do you do?
- OF COURSE! → What hair style do you have? More like a...

Do your teachers think you are a little devil?

- WITH HORNS ON! → When it's getting a bit chilly, what do you do?
- I'M A GOODY TWO SHOES! → When you meet new people, do you?

When it's getting a bit chilly, what do you do?

- PUT A JUMPER ON → What hair style do you have? More like a...
- GET THE HEATING ON → When you down a glass of a fizzy drink, do you?

What hair style do you have? More like a...

- MOHICAN → In school athletics do you like running?
- SKINHEAD → What is your favourite tasty meal?

When you down a glass of a fizzy drink, do you?

- BURP → What is your favourite tasty meal?
- POSSESS THEIR MINDS → When you meet new people, do you?

In school athletics do you like running?

- I'M A SLOW COACH → After a great big feast what shape is your belly?
- I'M PRETTY NIFTY → What is your favourite tasty meal?

When you meet new people, do you?

- GROWL → What is your favourite tasty meal?
- GREET THEM CORDIALLY → Do you like being in a group, or do you work alone?

After a great big feast what shape is your belly?

- HUMANS → What is your favourite tasty meal?
- FLAT AS A PANCAKE → **THE WIRE**
- BLOBBY LIKE JELLY → **ABZORBALOFF**

What is your favourite tasty meal?

- SLUDGE → Do you like being in a group, or do you work alone?

Do you like being in a group, or do you work alone?

- I WORK ON MY OWN → **THE BEAST**
- THE MORE THE MERRIER → **THE OOD**

THE WIRE

You are pretty mean – but sucking face should be kept in soppy, girly movies!

ABZORBALOFF

Finding humans delicious is very wrong – you big fleshy fiend you!

THE BEAST

You are beast by name and beast by nature – you have no social skills!

THE OOD

You look half human and half squid – man you are extremely ugly!

015

JACKIE TYLER

HUMAN

INTELLIGENCE	1200	1800
AGILITY	4700	4900
STAMINA	500	1000
SPECIAL ABILITIES	300	700
FEAR FACTOR	2000	1000

Rose's mother didn't trust the Doctor when they first met, but eventually even she had to admit that he was useful in a crisis.

C — EXTERMINATOR — 15/275

219

NEW EARTH HOSPITAL

If your opponent has used a bonus card to reduce your ratings, use this card to restore them to normal.

The hospital outside New New York was able to cure people of any illness, but it was a mystery how this happened.

C — EXTERMINATOR — 219/275

196

REAPER GROUP

MONSTER

INTELLIGENCE	1700	1500
AGILITY	8300	7900
STAMINA	8900	8400
SPECIAL ABILITIES	6800	6300
FEAR FACTOR	9000	8700

The only thing that could protect the Doctor and his friends from the attacking Reapers was the old church they hid in.

C — EXTERMINATOR — 196/275

210

MUSICAL WEAPON

All your opponent's RED RATINGS are reduced by 2000.

Dressed as a festive Santa Claus brass band the Pilot Fish instruments were far more deadly than they seemed...

C — EXTERMINATOR — 210/275

188

THE HOIX

MONSTER

INTELLIGENCE	3900	4500
AGILITY	5800	6000
STAMINA	5900	5400
SPECIAL ABILITIES	6300	6100
FEAR FACTOR	7700	8000

This gruesome meat-loving monster chased the Doctor and Rose around a deserted industrial estate in London.

C — EXTERMINATOR — 188/275

069

CAL MACNANNOVICH

ALIEN

INTELLIGENCE	4500	4800
AGILITY	6100	5700
STAMINA	5900	6400
SPECIAL ABILITIES	2900	2600
FEAR FACTOR	1800	1700

This cybernetic hyperstar and his entourage were among the guests on Platform One for the End of the World party.

C — EXTERMINATOR — 69/275

205

TOBY ZED

HUMAN

INTELLIGENCE	5800	6100
AGILITY	6000	6300
STAMINA	5300	4900
SPECIAL ABILITIES	2200	2500
FEAR FACTOR	600	1000

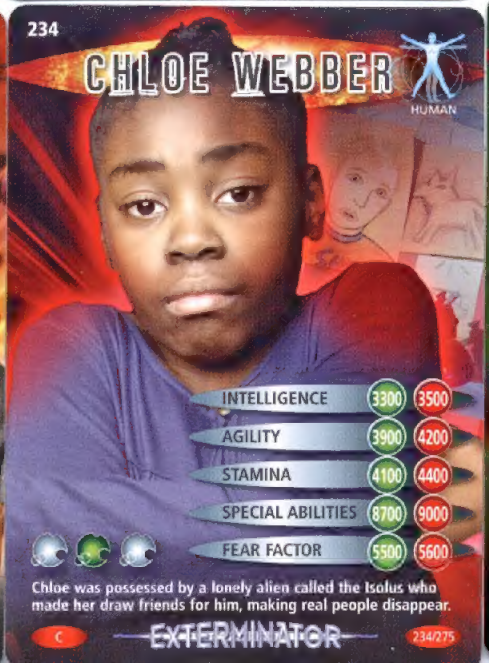
The archaeologist on the Torchwood Archive mission changed after studying the writing found in the mineshaft excavations.

C — EXTERMINATOR — 205/275

234

CHLOE WEBBER

HUMAN



INTELLIGENCE	3300	3500
AGILITY	3900	4200
STAMINA	4100	4400
SPECIAL ABILITIES	8700	9000
FEAR FACTOR	5500	5600

Chloe was possessed by a lonely alien called the Isolus who made her draw friends for him, making real people disappear.

C — EXTERMINATOR — 234/275

111

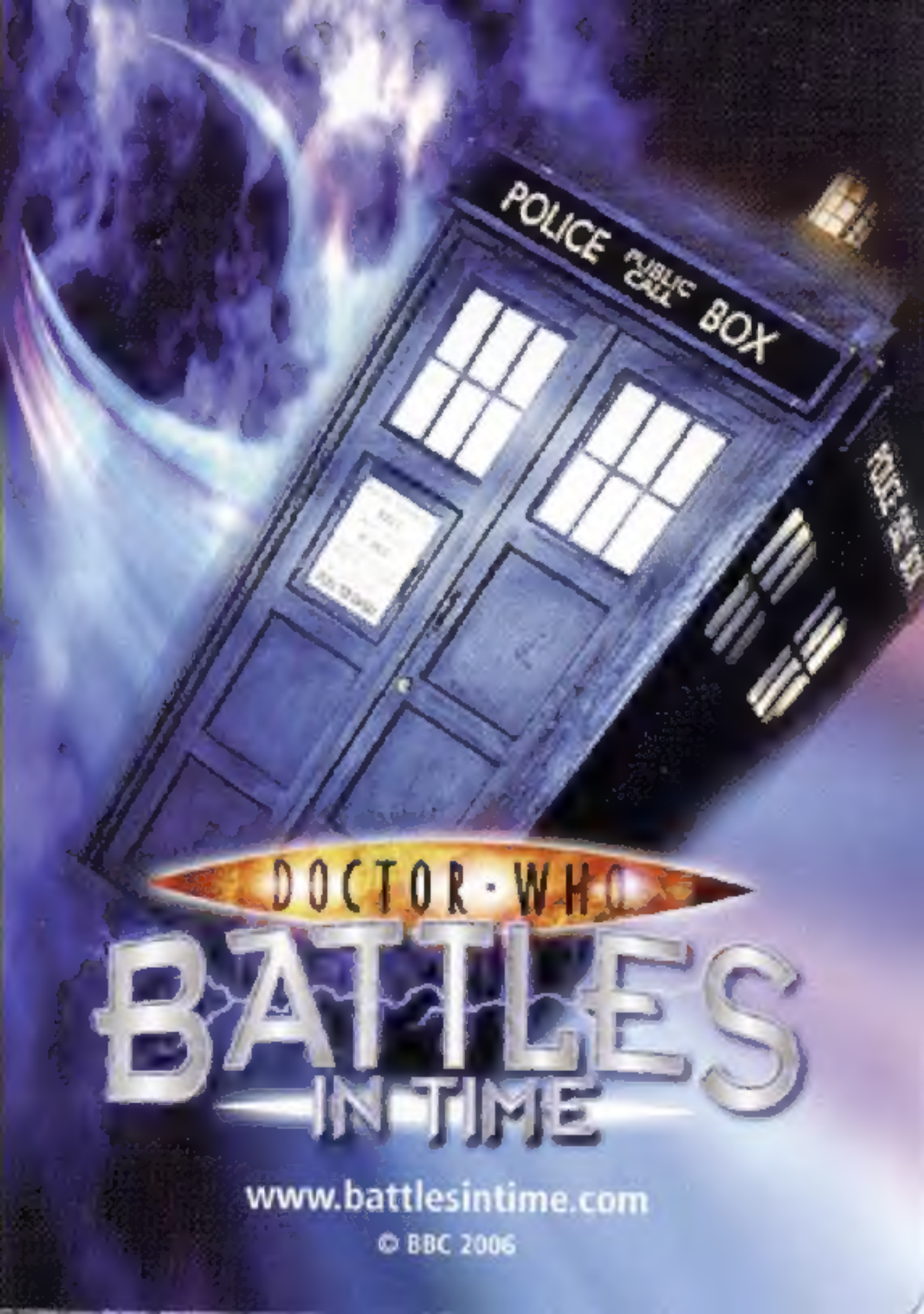
MATRON CASP

ALIEN

INTELLIGENCE	5700	5200
AGILITY	6100	6300
STAMINA	4000	3800
SPECIAL ABILITIES	6800	7200
FEAR FACTOR	6200	6500

This fearsome cat nun was in charge of Ward 26 and would stop at nothing to protect the hospital's gruesome secret...

R — EXTERMINATOR — 111/275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09 DALEKS

CULT OF SKARO!

These four Daleks escorted the Genesis Ark through the Void, ready to unleash its contents on an unsuspecting Earth.

HIERARCHY OF THE DALEKS

1. The Cult of Skaro were a secret order of Daleks, above and beyond the Emperor. Their job was to imagine, to think as the enemy thinks, and find new ways of killing and to take over the universe.
2. The Dalek Emperor survived the Time War then re-built a whole army of Daleks by harvesting humans from the Game Station.
3. Imperial guards surrounded the Dalek Emperor at all times. They were identified by their black domes.
4. The Doctor has fought thousands of normal Daleks over the years. They are just as deadly as their superiors and relentless in their attacks.

INTO THE VOID!

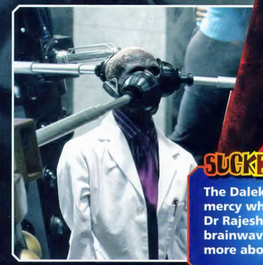
The Daleks and Cybermen were covered with a kind of background radiation called voidstuff. Sucking them back into the Void was the only way to eliminate them.

HAND PRINT

During one battle between the Daleks and Cybermen, Mickey accidentally put his hand on the Ark, causing it to open!

GENESIS ARK

The Cult of Skaro were protecting this piece of Time Lord technology. It was the only thing left from the Doctor's home world, but not even he realised it was a prison ship. Like the TARDIS, it's bigger on the inside – it needed an area of 30 square miles to open, and let loose the thousands of imprisoned Daleks onto the Earth.



SUCKER ATTACK

The Daleks showed no mercy when they extracted Dr Rajesh Singh's brainwaves to find out more about Torchwood.

POLYCARBIDE

The Cybermen's weapons were able to damage the Daleks' casing, but not break through it. The Doctor adjusted Jake's gun to penetrate their skin.

NAME PLATES

The four Daleks in the Cult of Skaro can each be identified by the tag under their eyepiece. Can you see which is which?

DALEK SEC | DALIK JAST | DALEK CAAN | DALEK THAY

TOP 10 CULT OF SKARO FACTS

1. They can recognise different species by outline.
2. They believe Cybermen are only better than Daleks at dying.
3. They have absolutely no concept of elegance.
4. The four Daleks embarked on a battle with 5 million Cybermen.
5. They can sense changes in heart rate and pulse in humans, and can also tell whether an opponent is armed or not.
6. Many people thought they didn't exist and were just a legend.
7. They lived inside the Void for years before finding their way through to Earth.
8. Dalek Sec activated his emergency temporal shift function to escape being sucked back into the Void.
9. They don't believe their actions are war-like – to them it's just pest control.
10. Even though the Doctor has regenerated since he last met a Dalek, the Cult of Skaro have no problems identifying him.